

ABSTRACT OF THE DISCLOSURE

A shape processor for imitating the shape of an object in a three-dimensional space. The shape processor comprises a reference information acquiring unit for acquiring reference body information for specifying the shape of a reference body which is a tetrahedron composed of four identical faces, side setting information for setting two sides of said reference body in a twisted position as first and second sides, and face setting information for setting two faces sharing said first side of said reference body as first and second faces, an approximating unit for imitating the shape of an object using said reference bodies by putting said first side of said first reference body on said second side of said second reference body and putting either said first or second face of said first reference body on the corresponding face of said second reference body, according to the information representing the shape of the object and the information acquired by said reference information acquiring unit, and an approximation information storage unit for storing approximation information representing which of said first and second faces of said first reference body is put on the corresponding face of said second reference body.